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**NOTE**  
This staple temporarily holds the  
schematic package together. Remove  
the staple before using these  
schematics.



## Schematic Package Supplement to

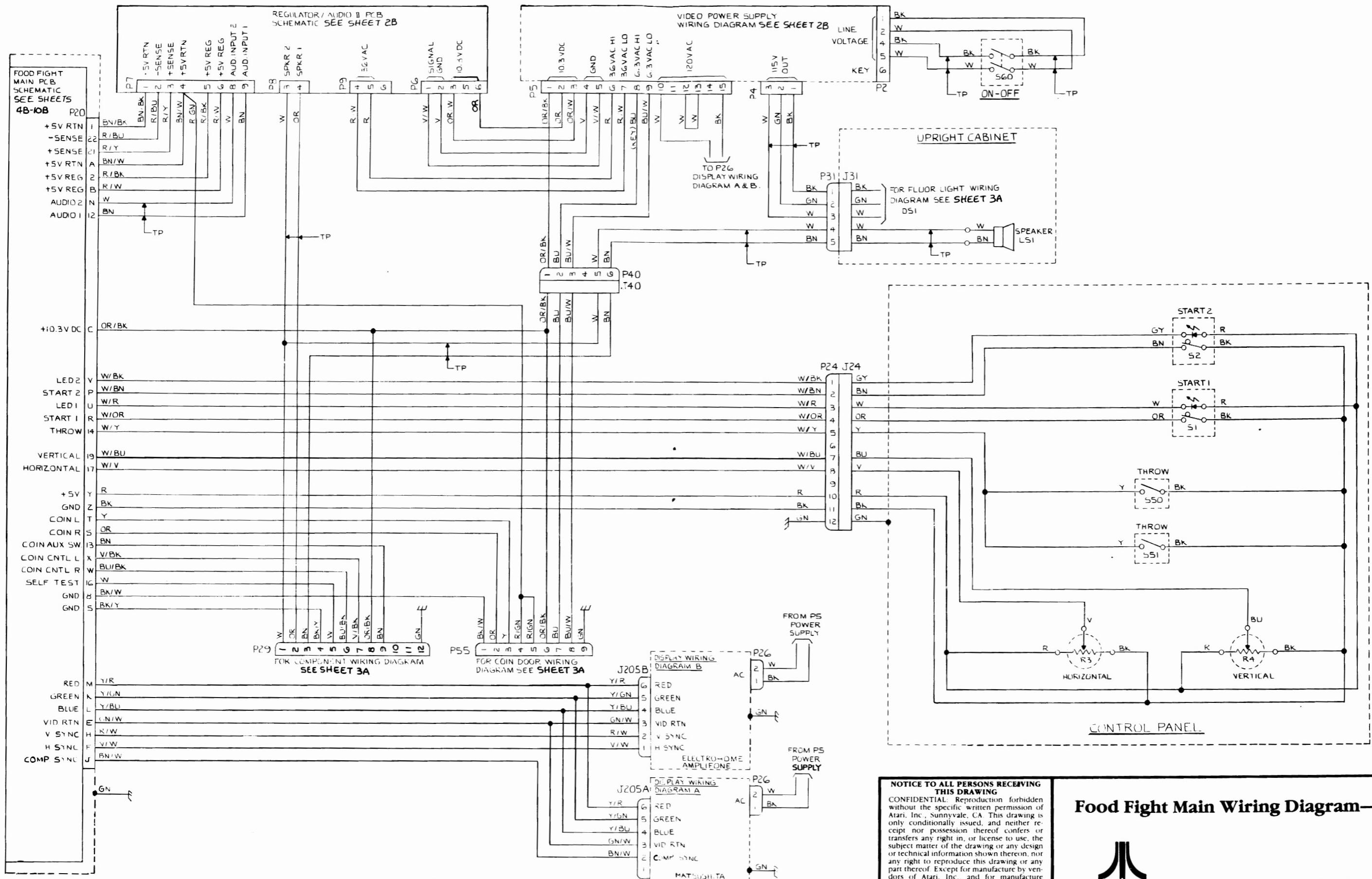
*Charlie Chuck's*  
**FOOD FIGHT**™

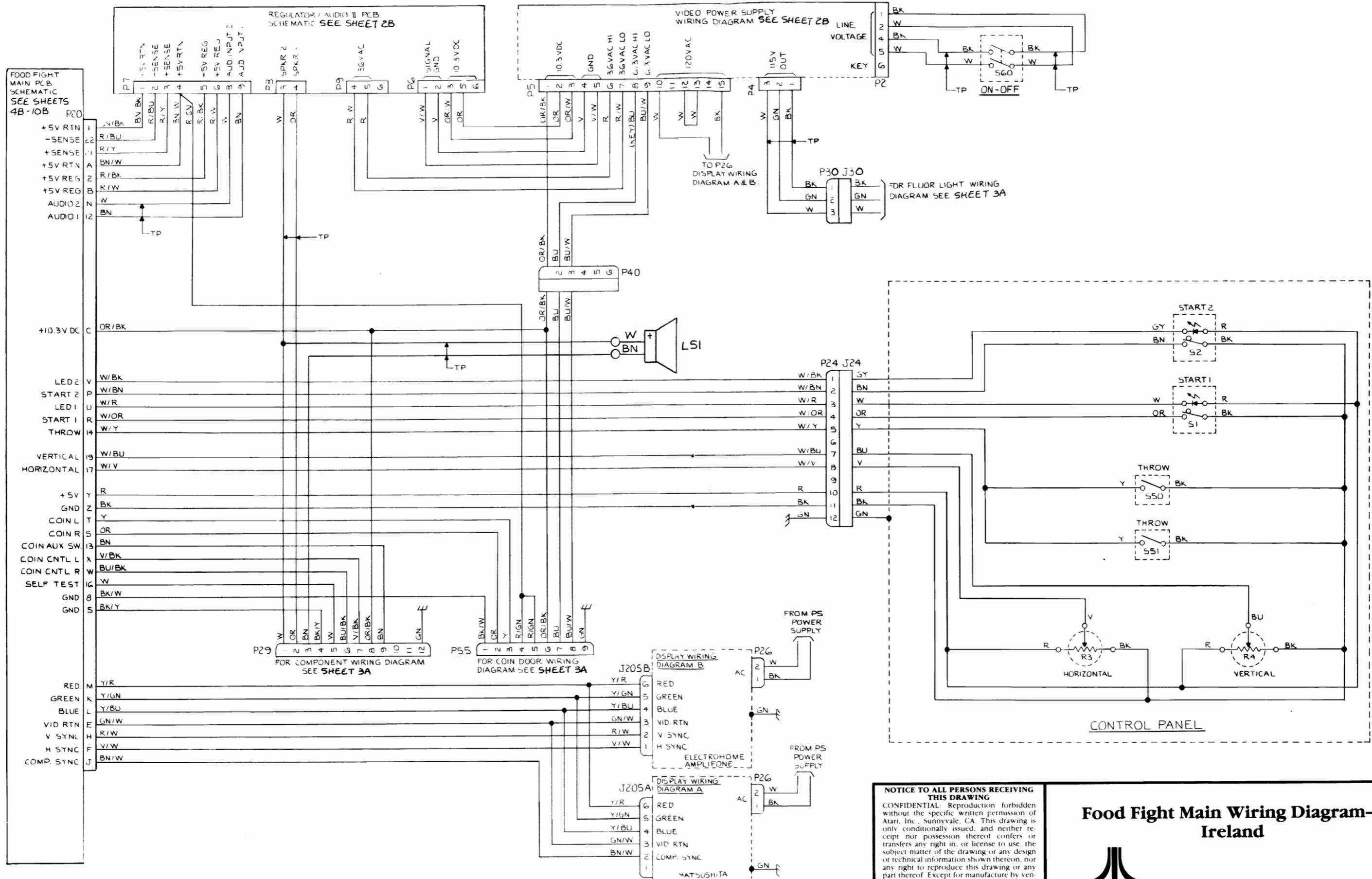
## Operators Manual

4M

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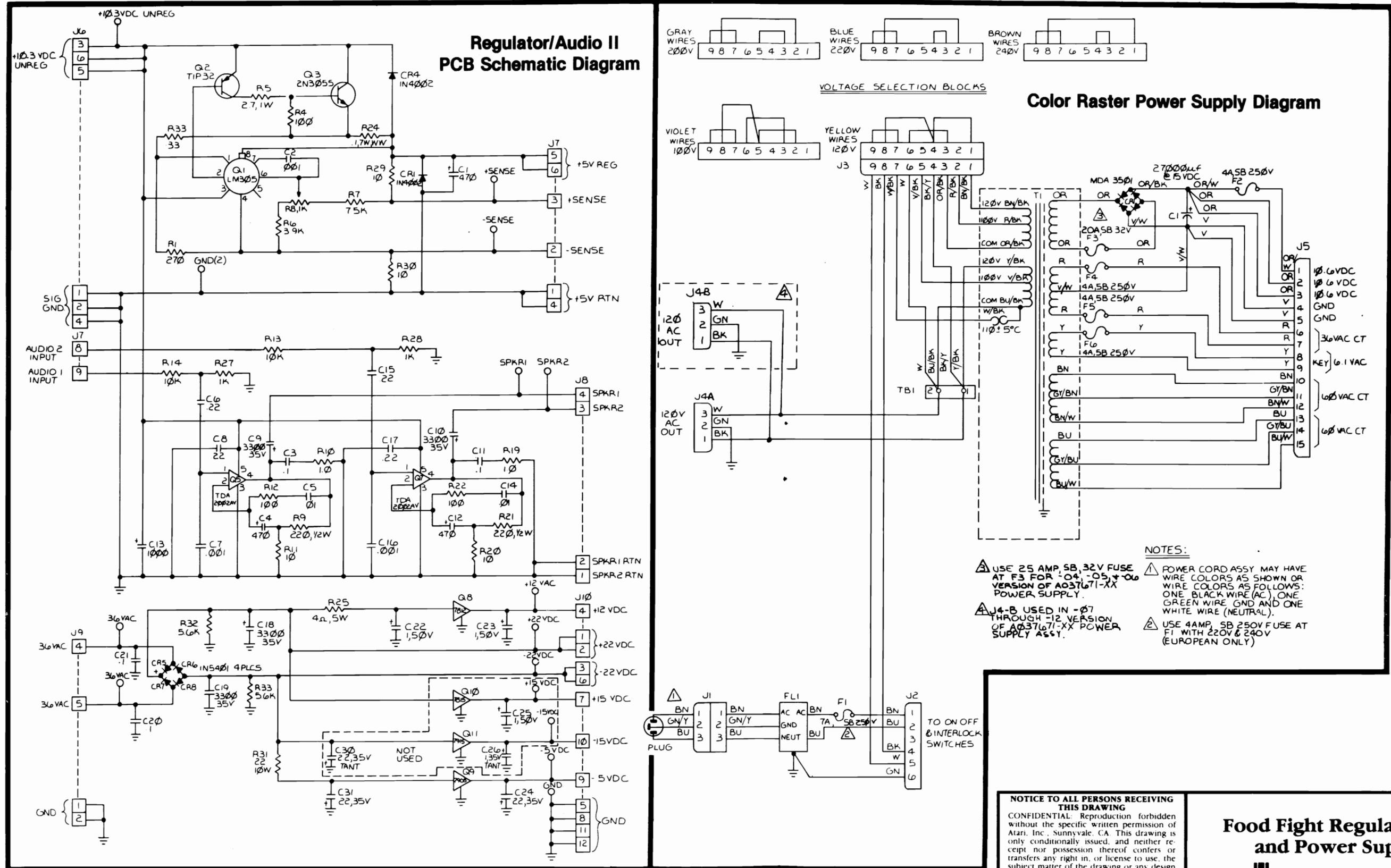


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## Food Fight Main Wiring Diagram—Ireland



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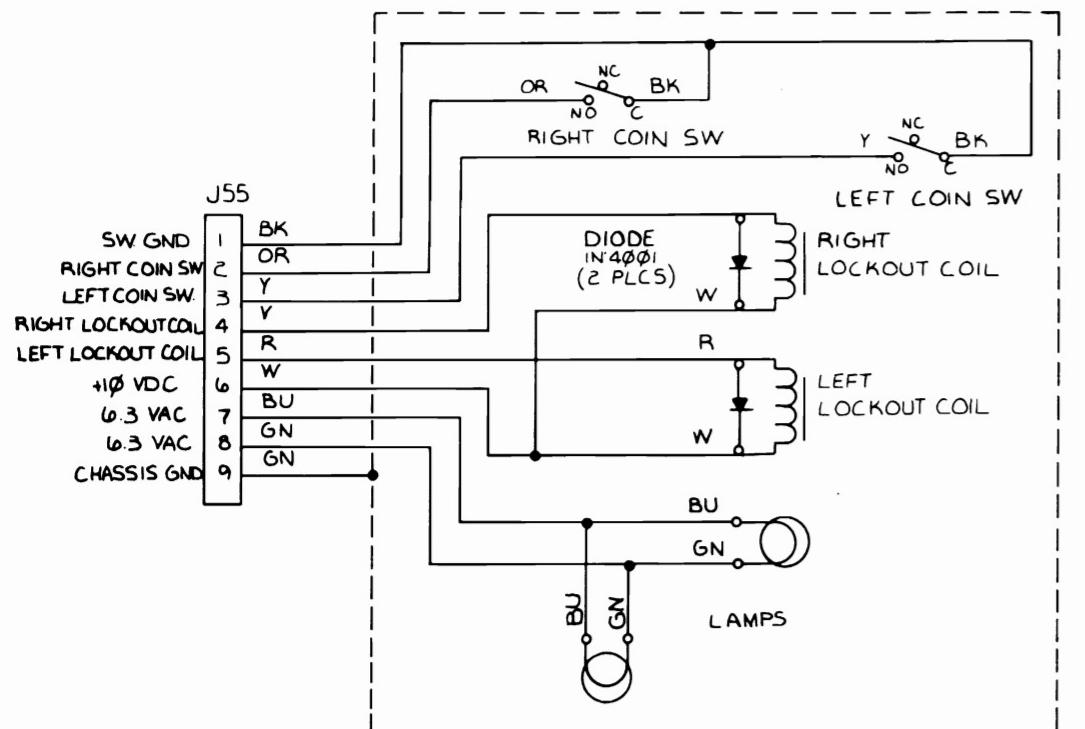


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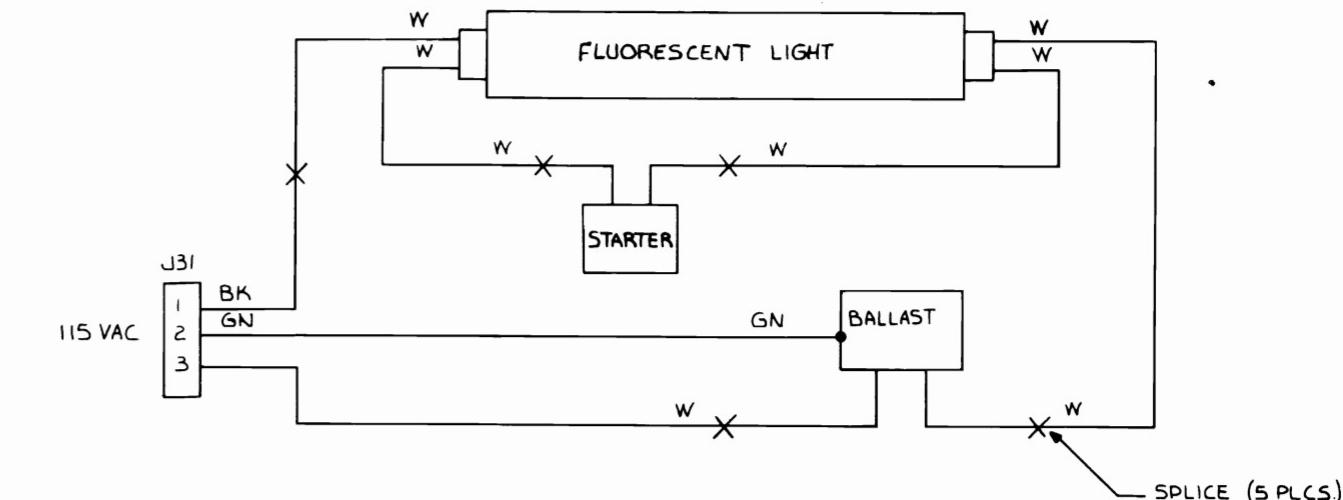
## Food Fight Regulator/Audio II PCB and Power Supply Diagrams



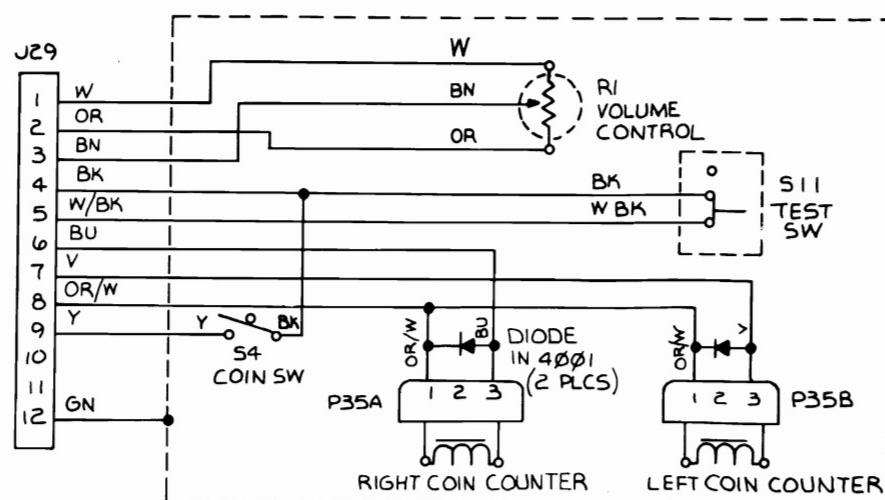
### Coin-Door Wiring Diagram



### Fluorescent Light Wiring Diagram



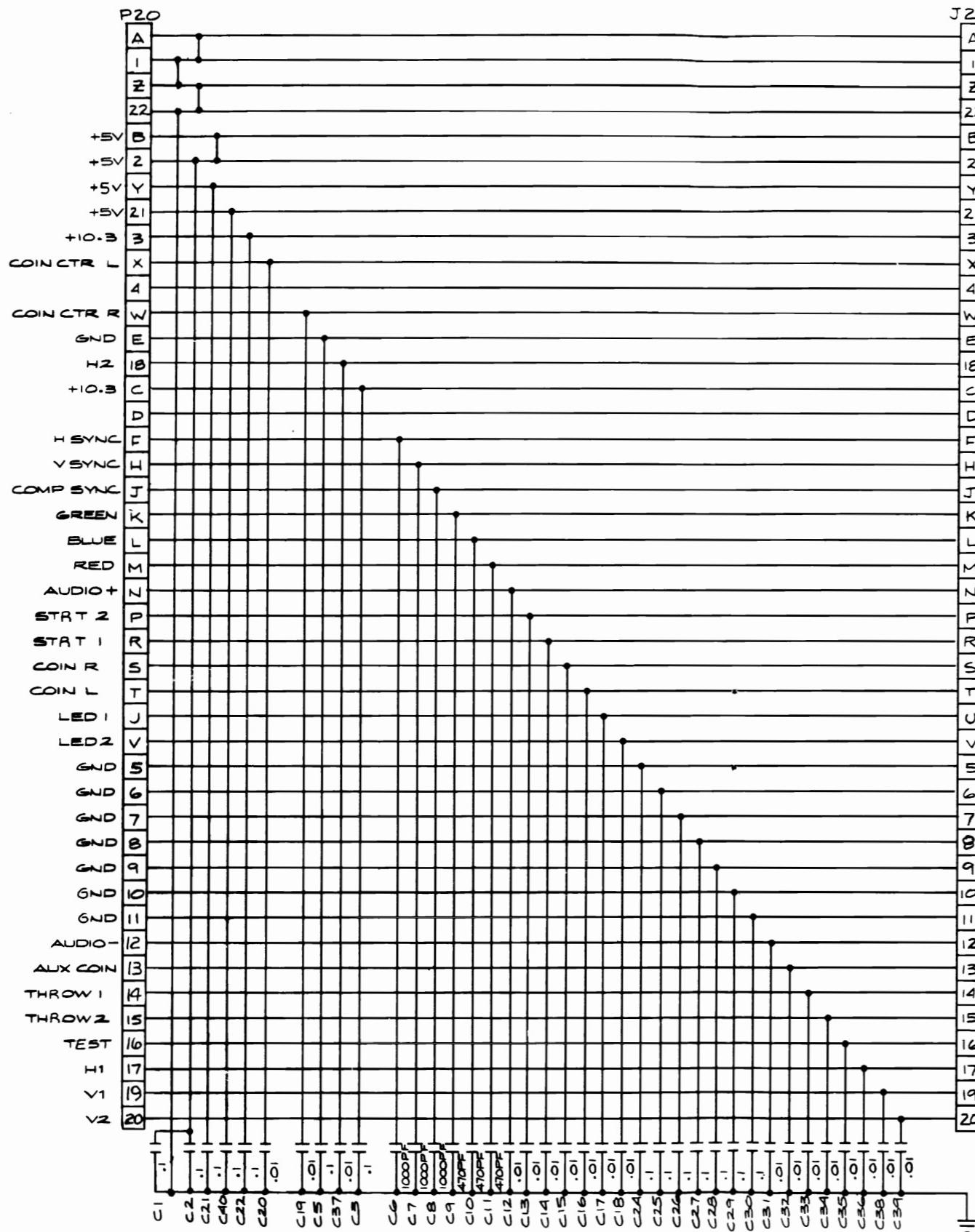
### Utility Panel Wiring Diagram



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### Food Fight Game Wiring Interfaces





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### EMI Shield Schematic Diagram



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## MEMORY MAP

HEXADECIMAL ADDRESS	ADDRESS BUS SIGNAL LINES																R/W	DATA BUS SIGNAL LINES													FUNCTION								
	A23	A22	A21	A20	A19	A18	A17	A16	A15	A14	A13	A12	A11	A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1
000000-00FFFF	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PROGRAM ROM
014000-01BFFF	0	0	0	0	0	0	0	1	0	1	A	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	PROGRAM RAM
01C000-01C0FF	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOTION OBJECT RAM
																															VERTICAL POSITION								
																															HORIZONTAL POSITION								
																															PICTURE								
																															COLOR								
800000-8007FF	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	PLAYFIELD	
900000-9001FF	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	NVRAM	
940000-940007	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	R	D	D	D	D	D	D	D	D	D	D	D	D	ANALOG IN		
944000-944007																																ANALOG OUT							
948000																																COIN 1 (DIGITAL IN)							
																															COIN 2								
																															START 1								
																															START 2								
																															COIN AUX								
																															THROW 1								
																															THROW 2								
																															TEST								
																															PFFLIP								
																															UPDATE								
																															INT3RST								
																															INT4RST								
																															LED 1								
																															LED 2								
																															COUNTERL								
																															COUNTERR								
950000-9503FF	1	0	0	1	0	1	0	1	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	COLORAM	
954000																															RECALL								
958000																															WATCHDOG								
A40000-A4001F	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	AUDIO 1		
A80000-A8001F	1	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	AUDIO 0		
000000-7FFFFF	0	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	DTACK		
940000-97FFFF	1	0	0	1	0	1	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	VPA			

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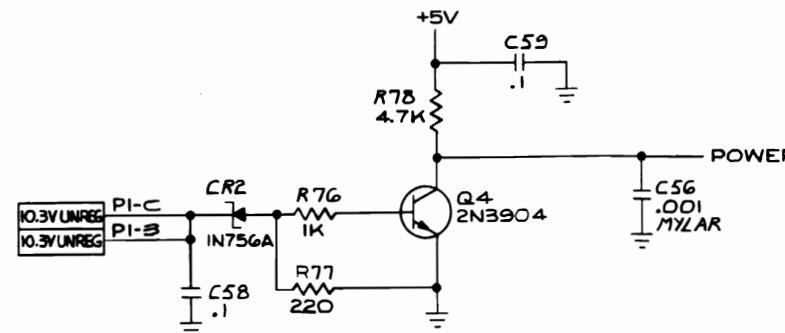
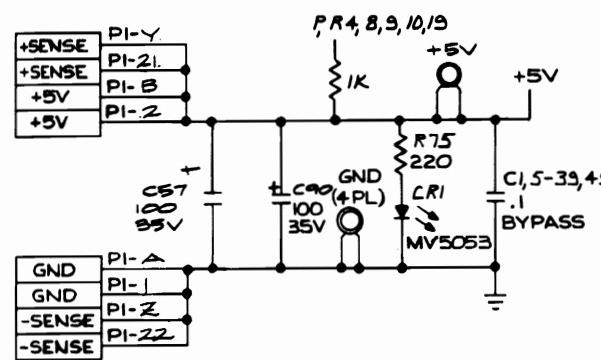
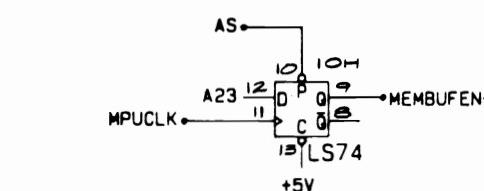
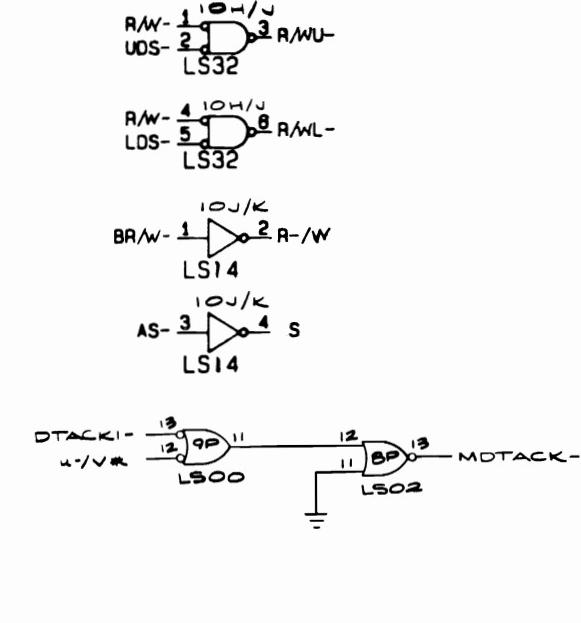
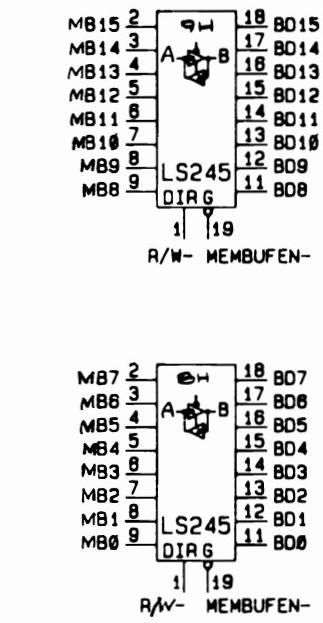
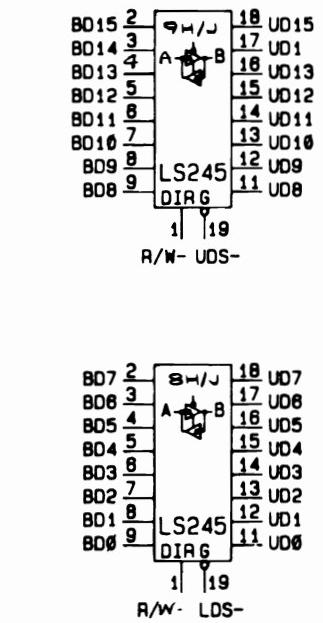
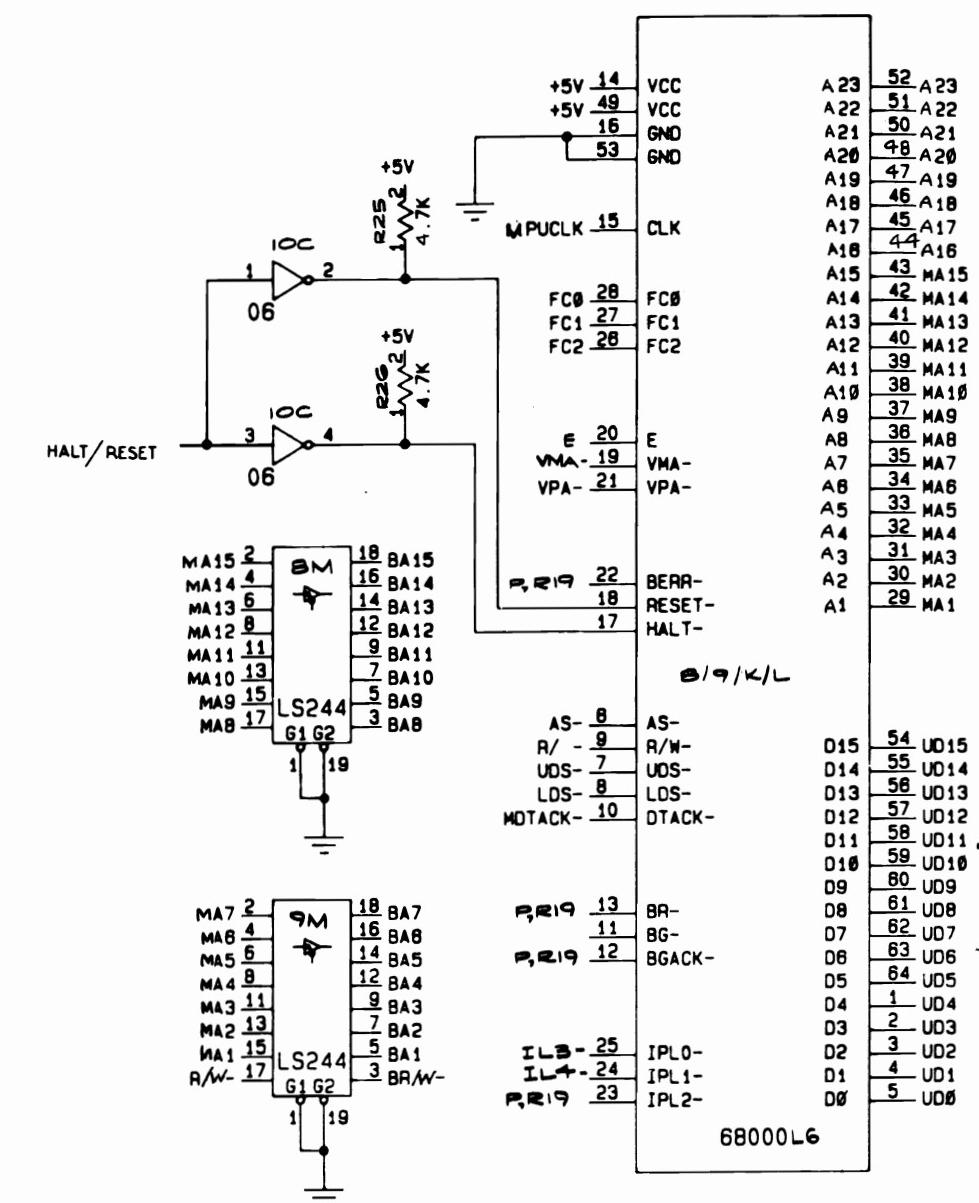
### Food Fight Memory Map



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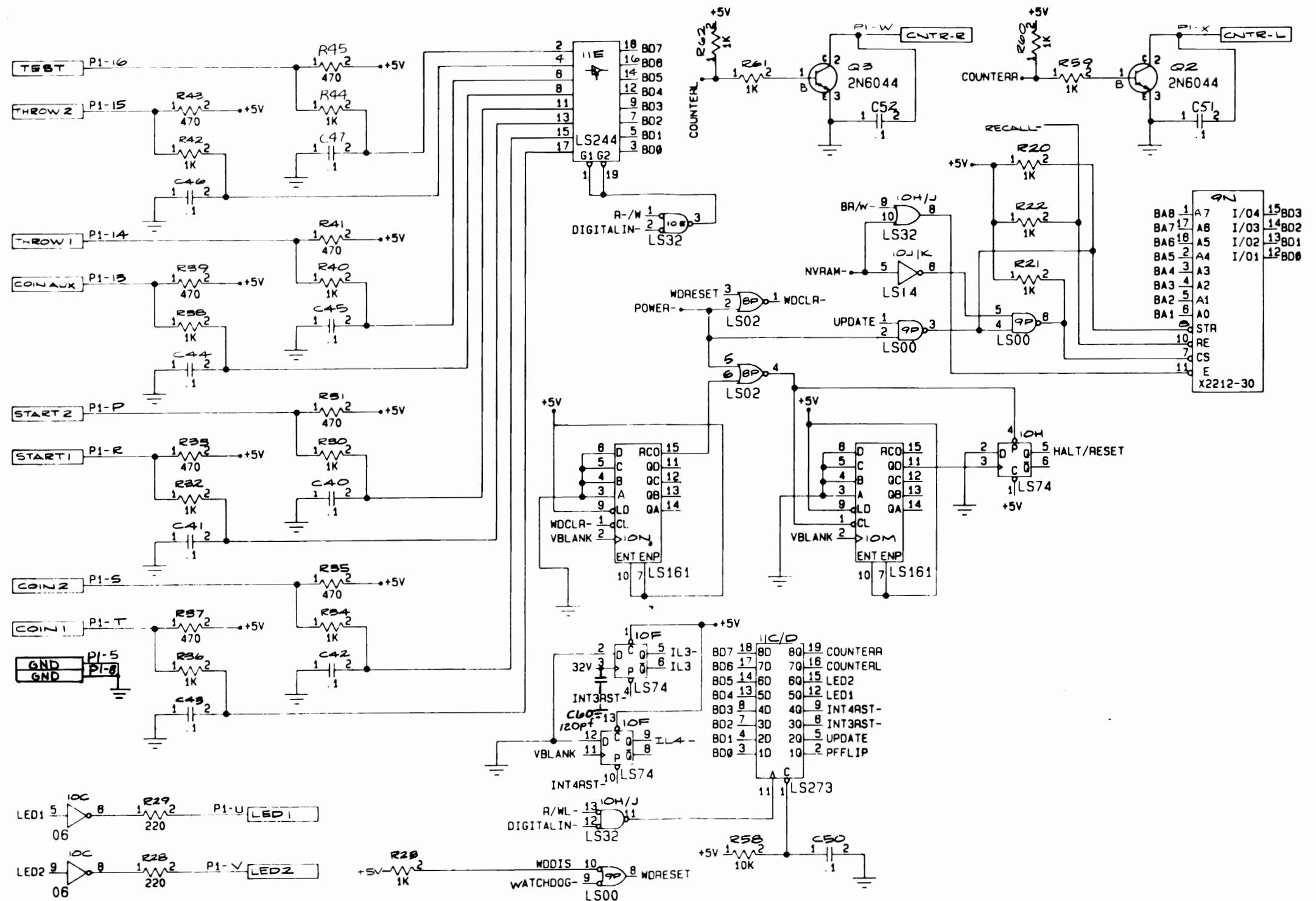


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## Food Fight Power/Ground and CPU Schematic Diagram



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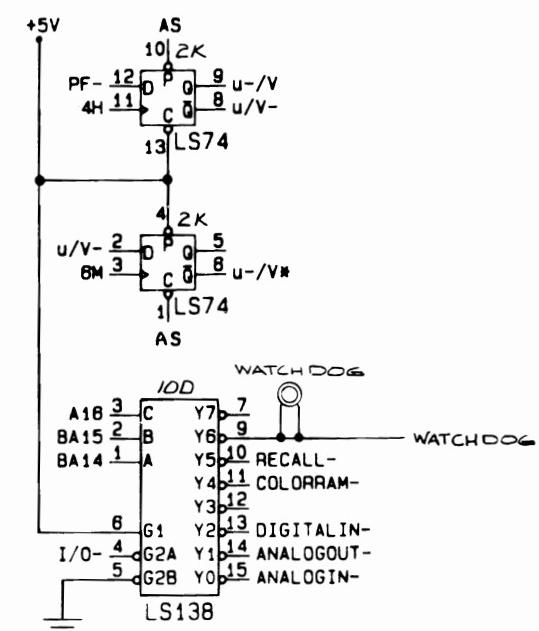
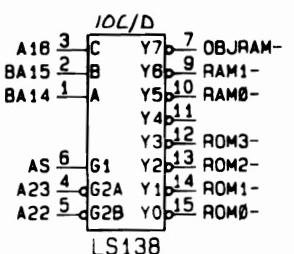
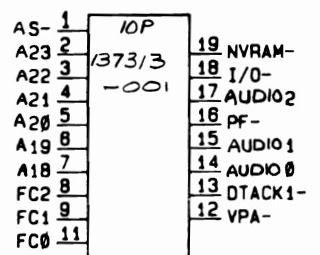


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## Food Fight Reset and Digital I/O Schematic Diagram



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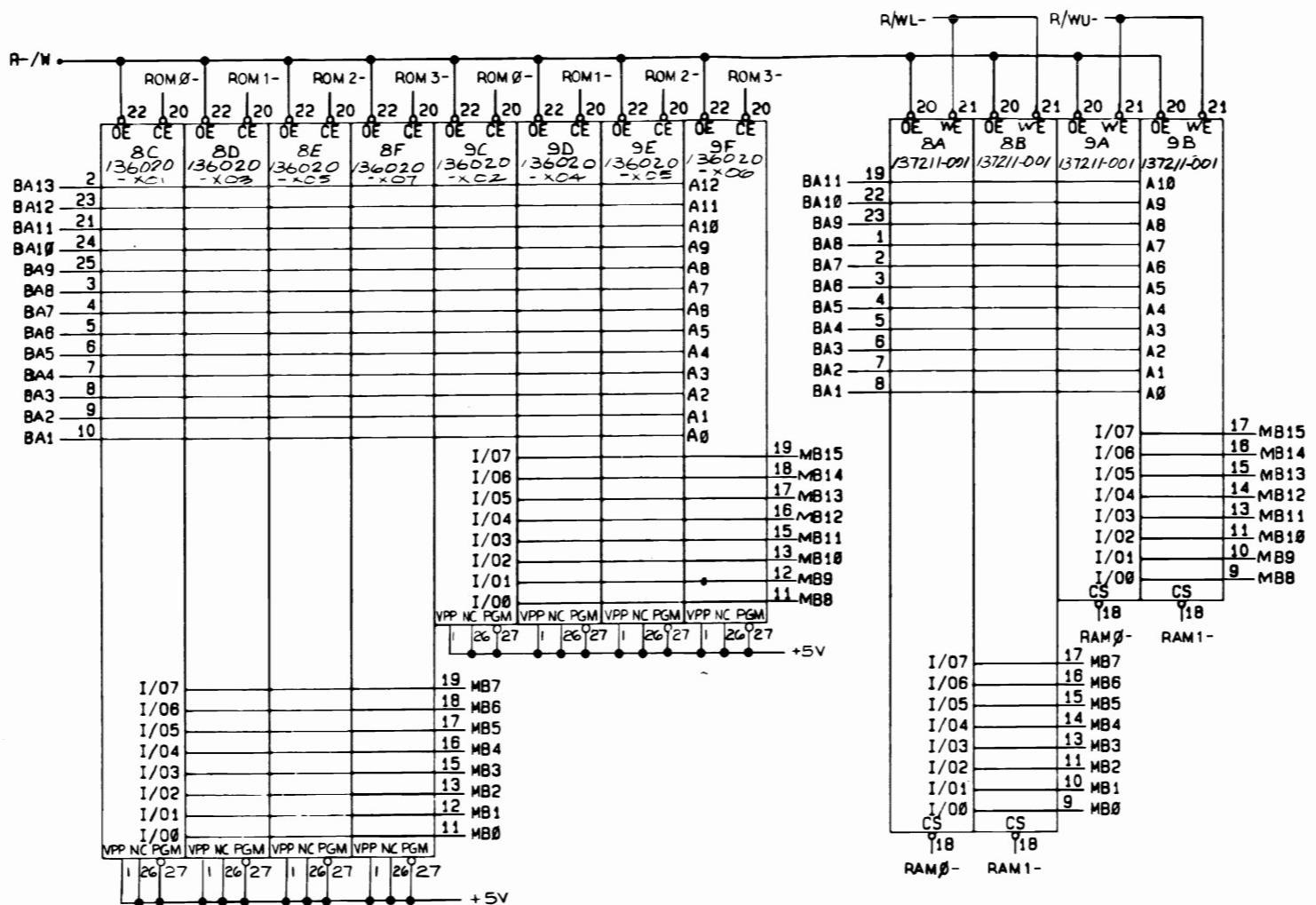


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## **Food Fight Address Decoder Schematic Diagram**





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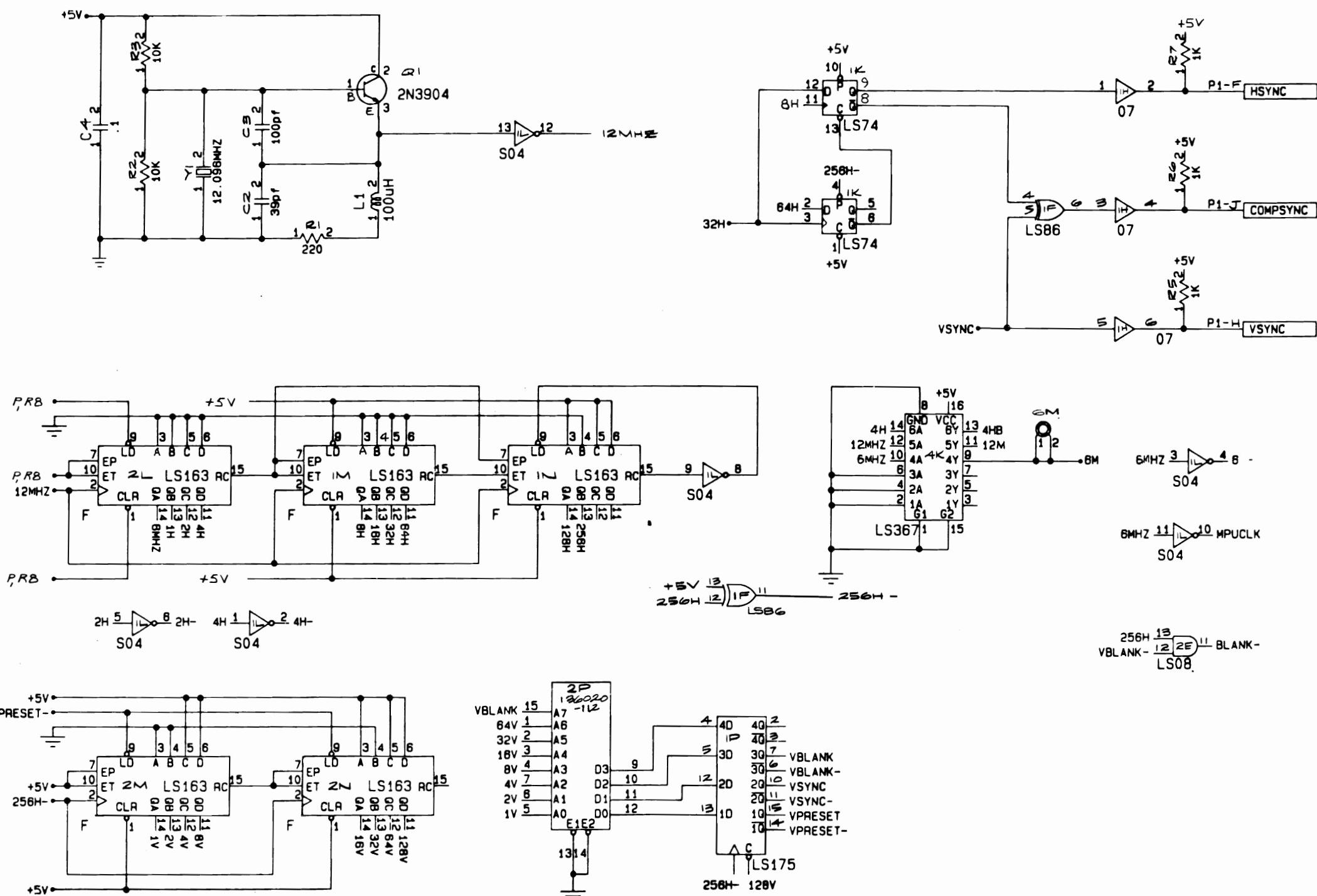
## Food Fight Memory Schematic Diagram



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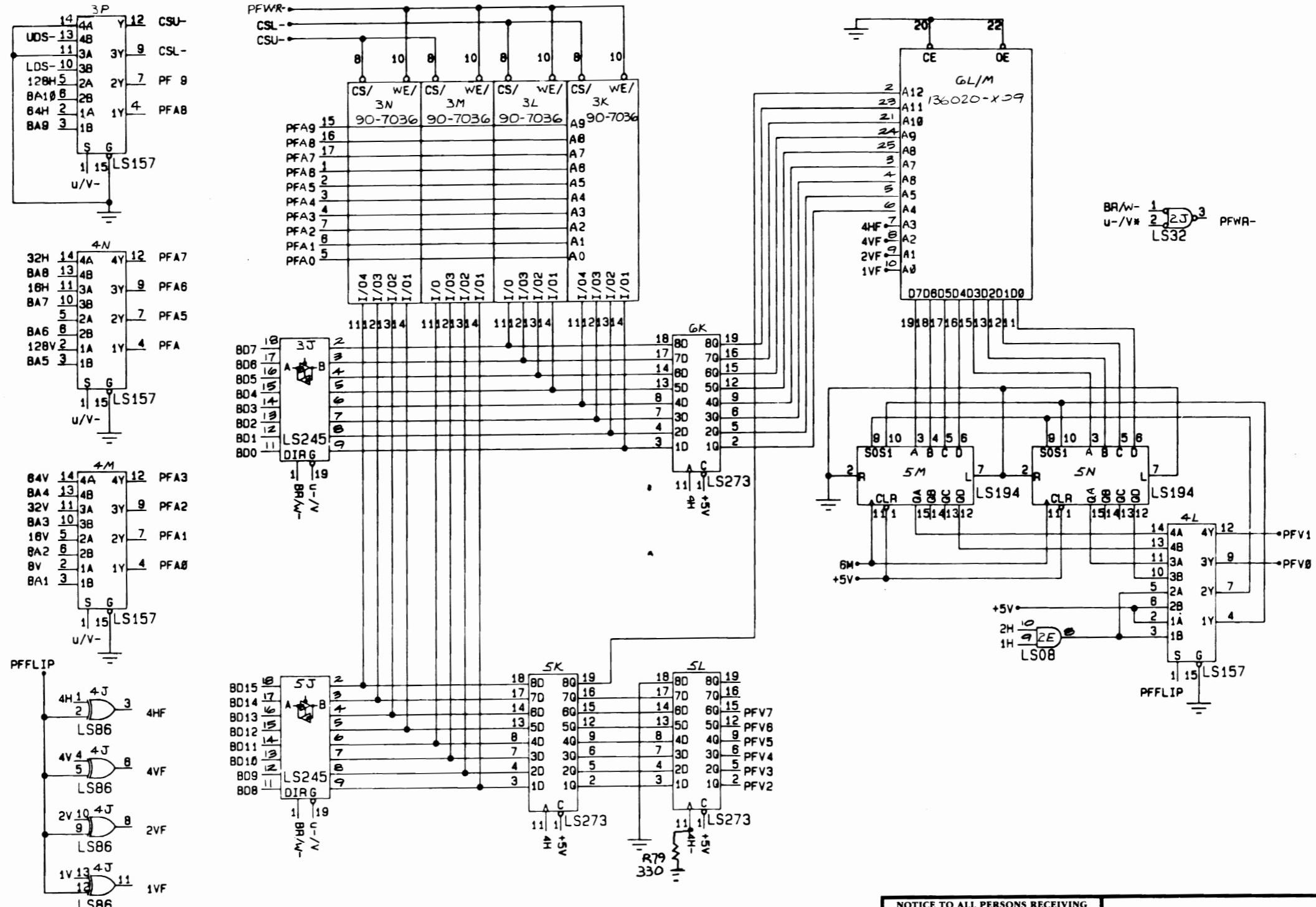
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## Food Fight Sync Schematic Diagram



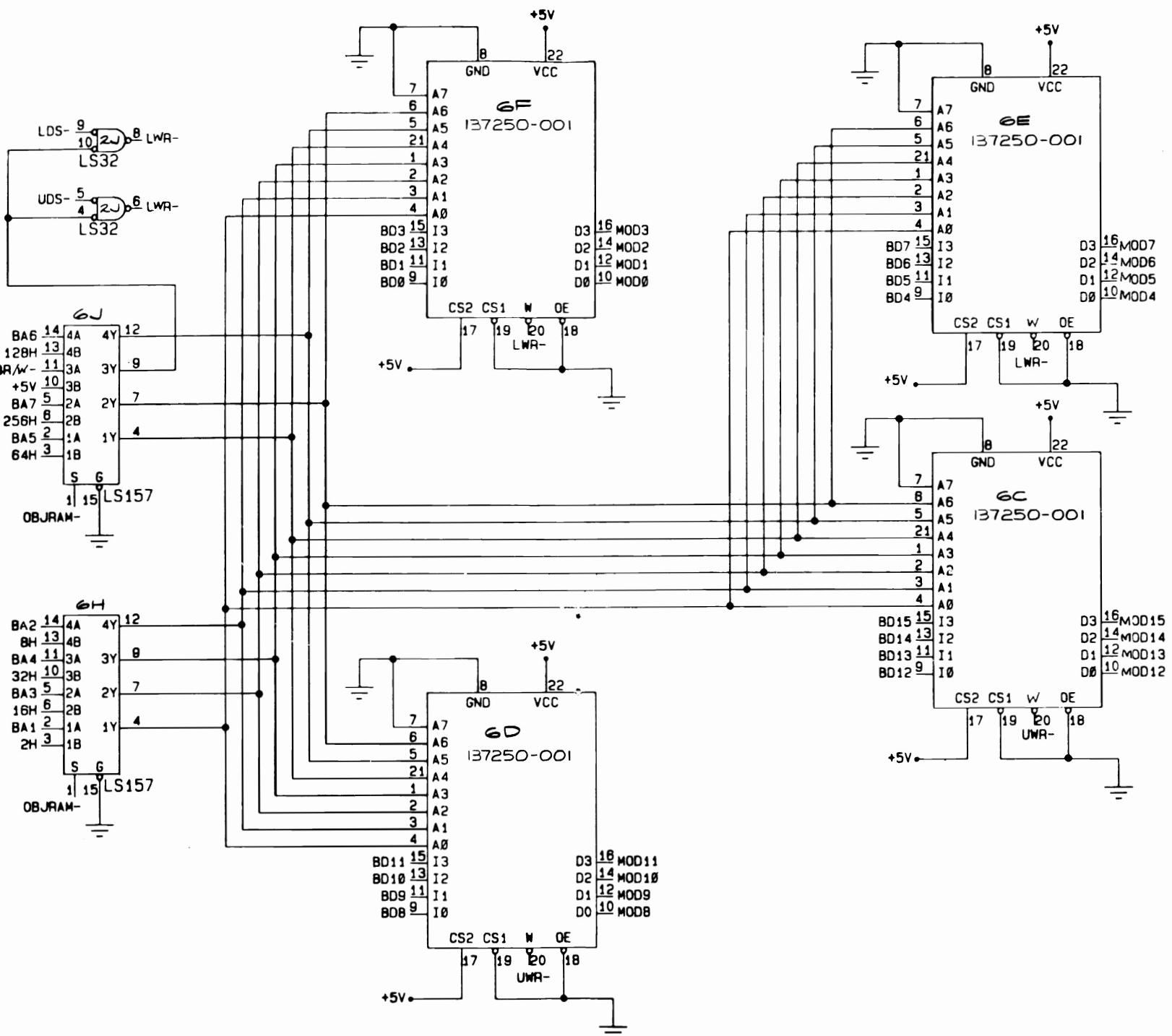


## Food Fight Playfield RAM/ROM Schematic Diagram



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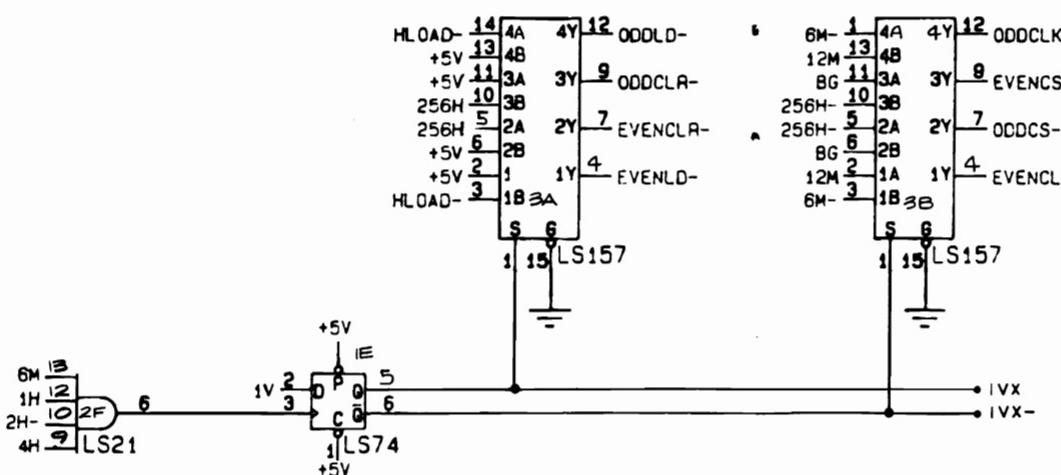
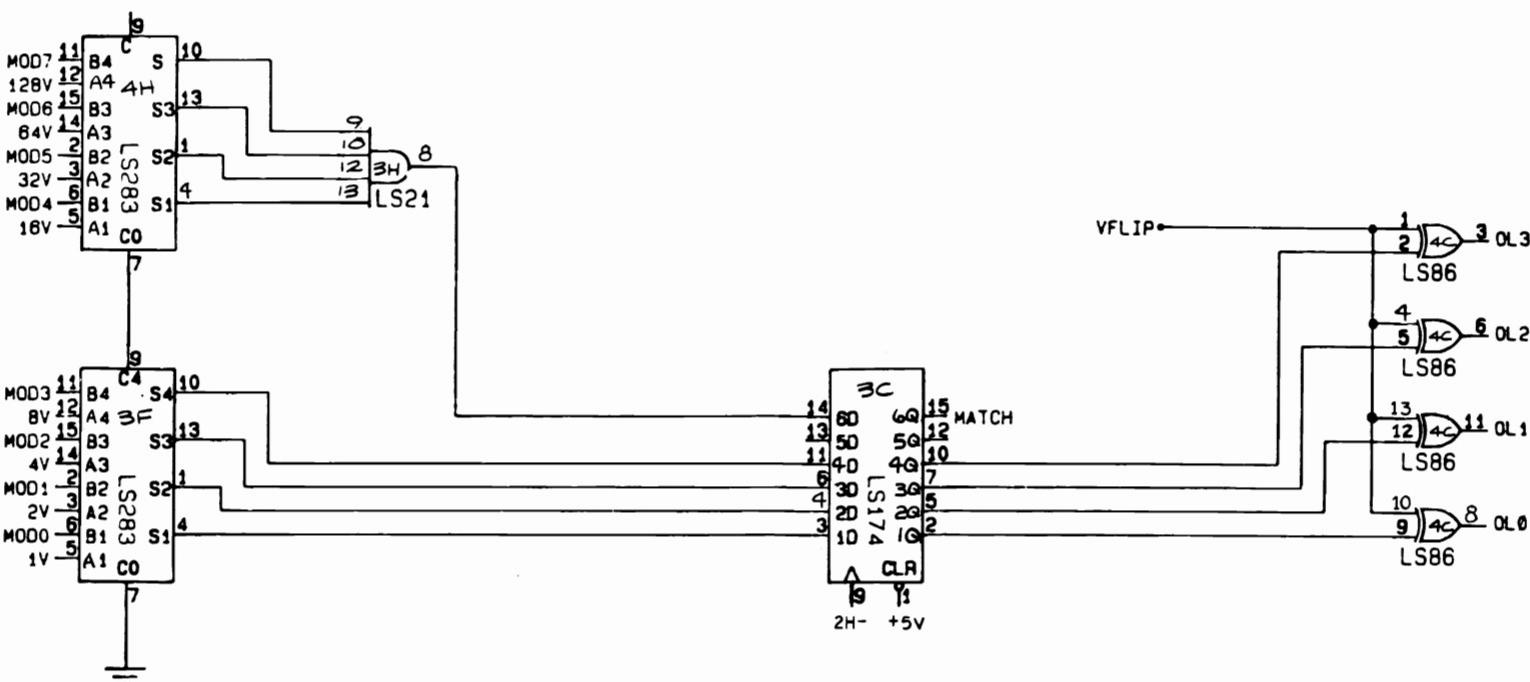
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## Food Fight Motion Object RAM Schematic Diagram



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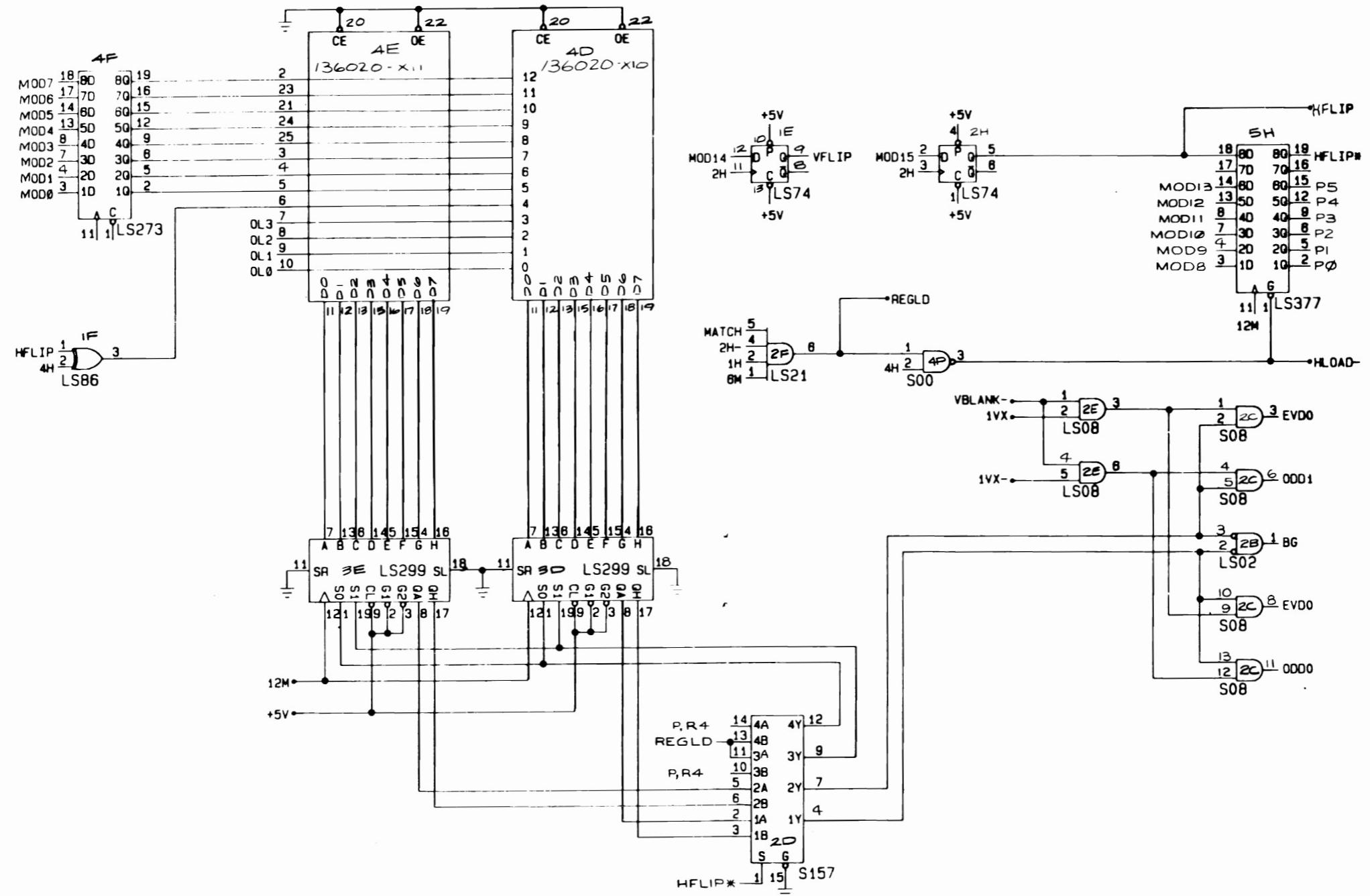


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## Food Fight Vertical Position Schematic Diagram



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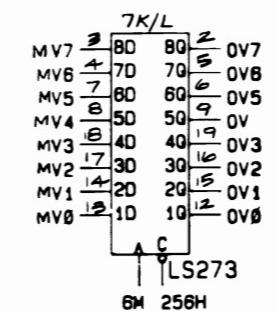
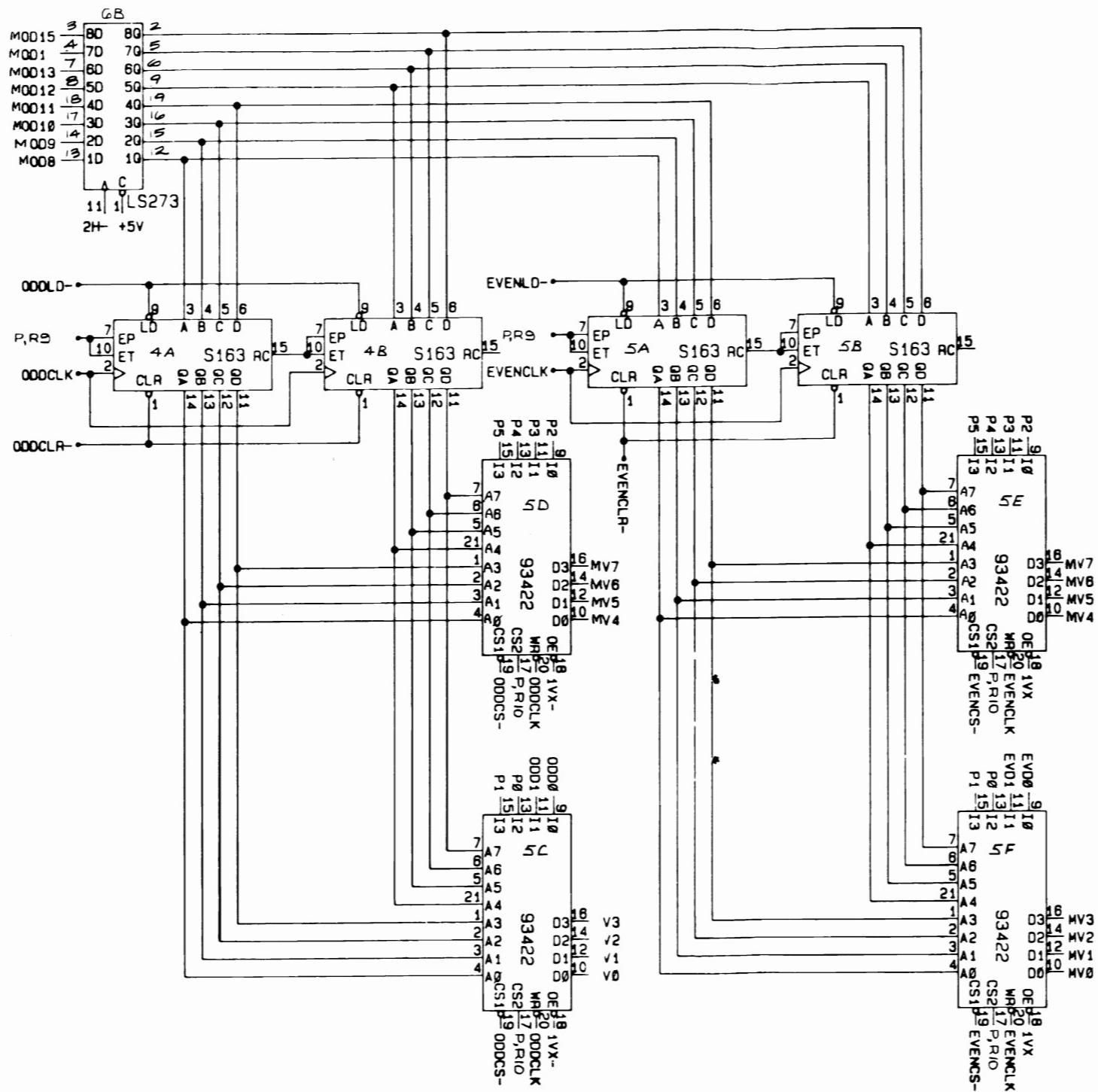


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# **Food Fight Motion-Object ROM Schematic Diagram**



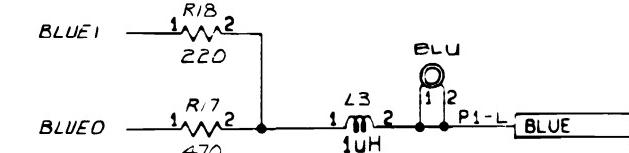
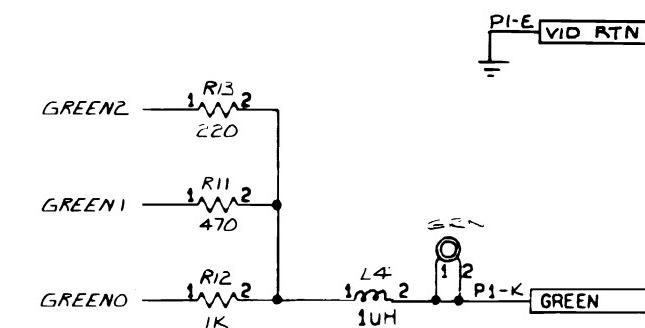
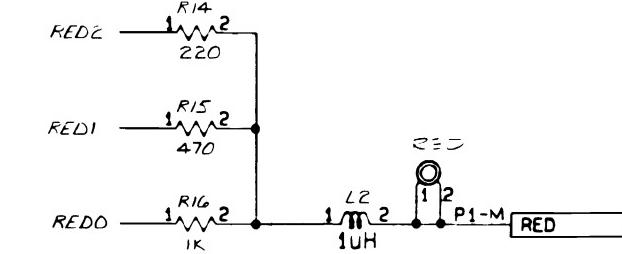
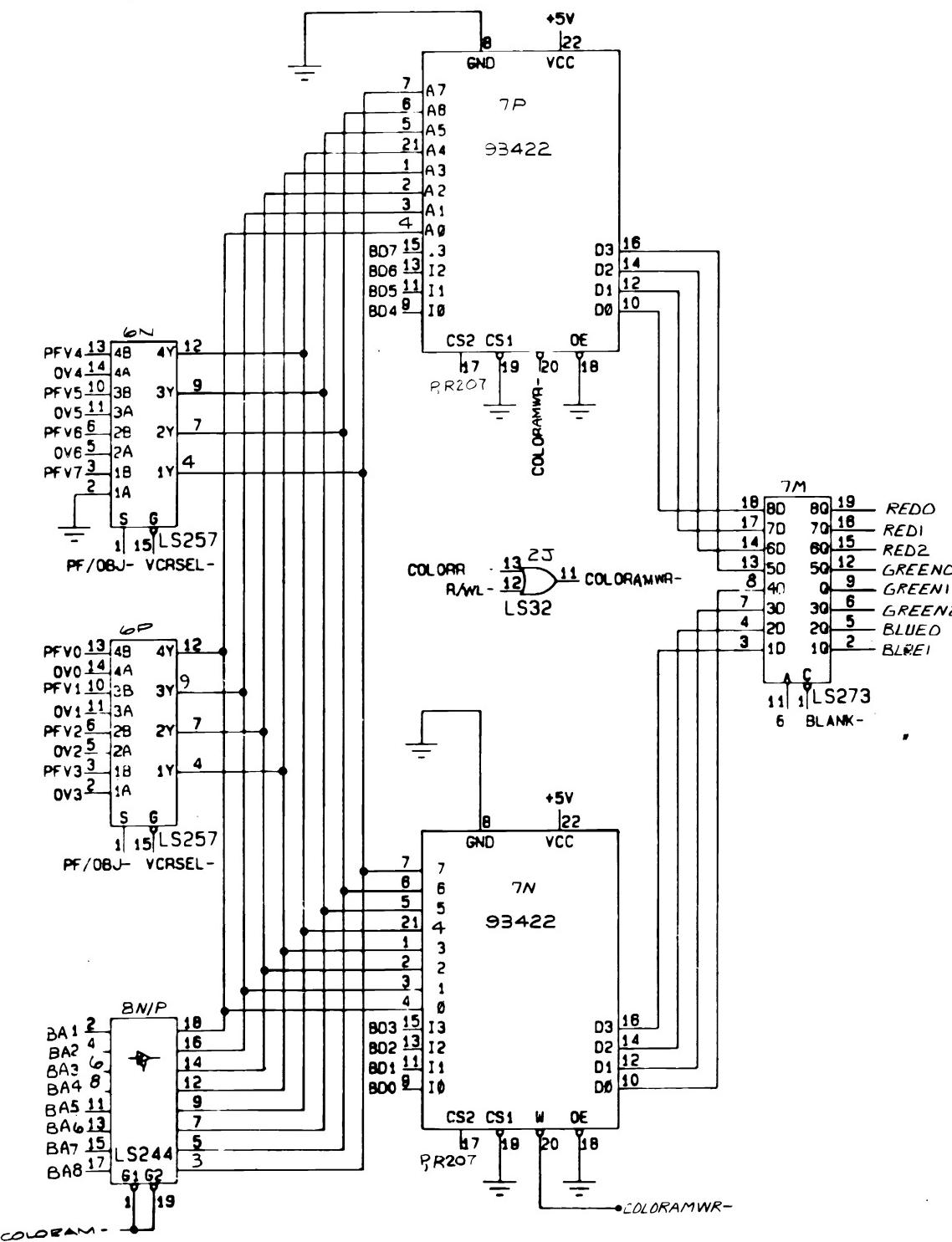


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## **Food Fight Line Buffers Schematic Diagram**

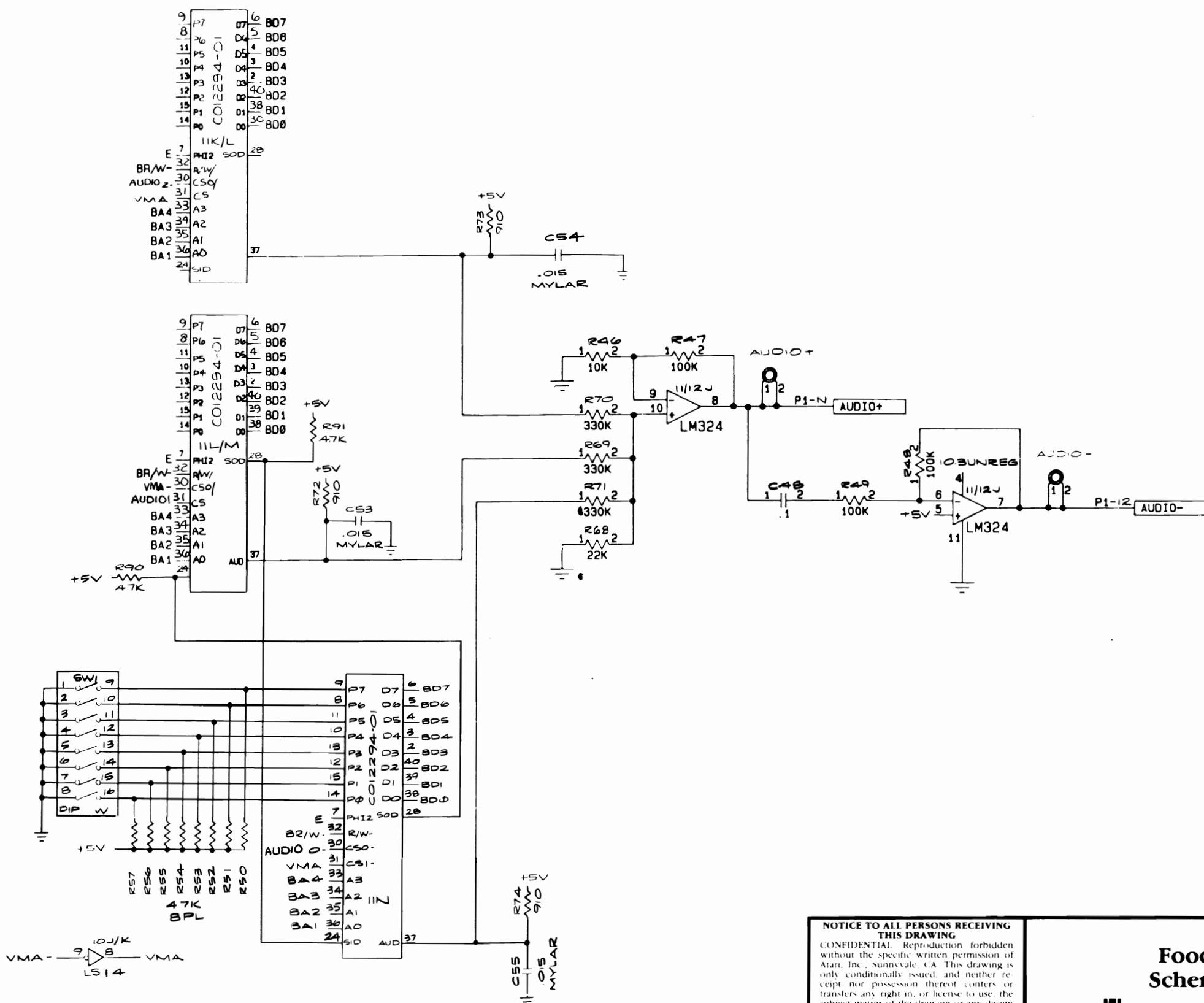


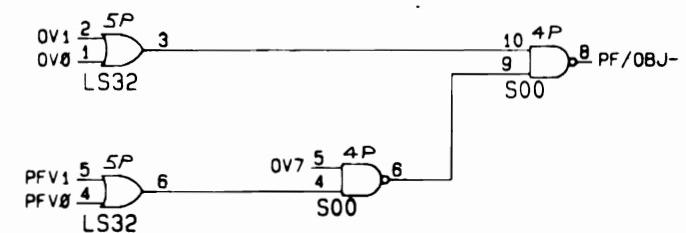
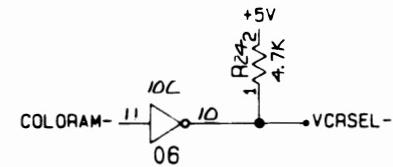
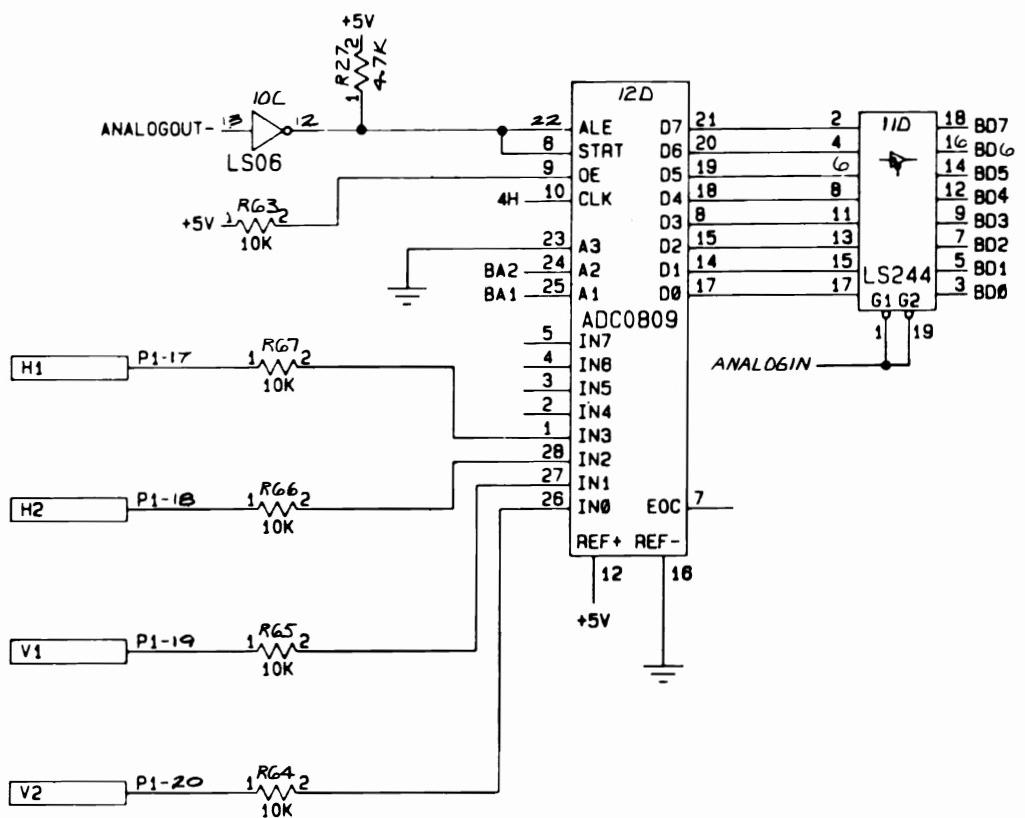


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## Food Fight Color RAM Schematic Diagram







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# **Food Fight Analog Inputs Schematic Diagram**



## Schematic Notes

Unless otherwise specified

Resistors otherwise specified

Capacitance: 1 or higher  $\rightarrow$  (RE) less than 1  $\rightarrow$  ( $\times$  E)

Capacitance: 1 or higher  $\rightarrow$  ( $\mu$ F), i.e.  
working voltage  $\rightarrow$  50  
ceramic capacitor

**Inductance:** ( $\mu$ H)      **Ceramic capacitor**  
**Electrolytic Cap:** Capacitance Value ( $\mu$ F)/working voltage (V).

Refer to the parts list for additional component information.

Refer to the parts list for additional details.

⊕ indicates test point connection  
+ indicates chassis ground unless otherwise specified

\*\*\* indicates chassis ground wire.

For safety purposes (and continuing reliability)

A replace all components marked with safety symbol with

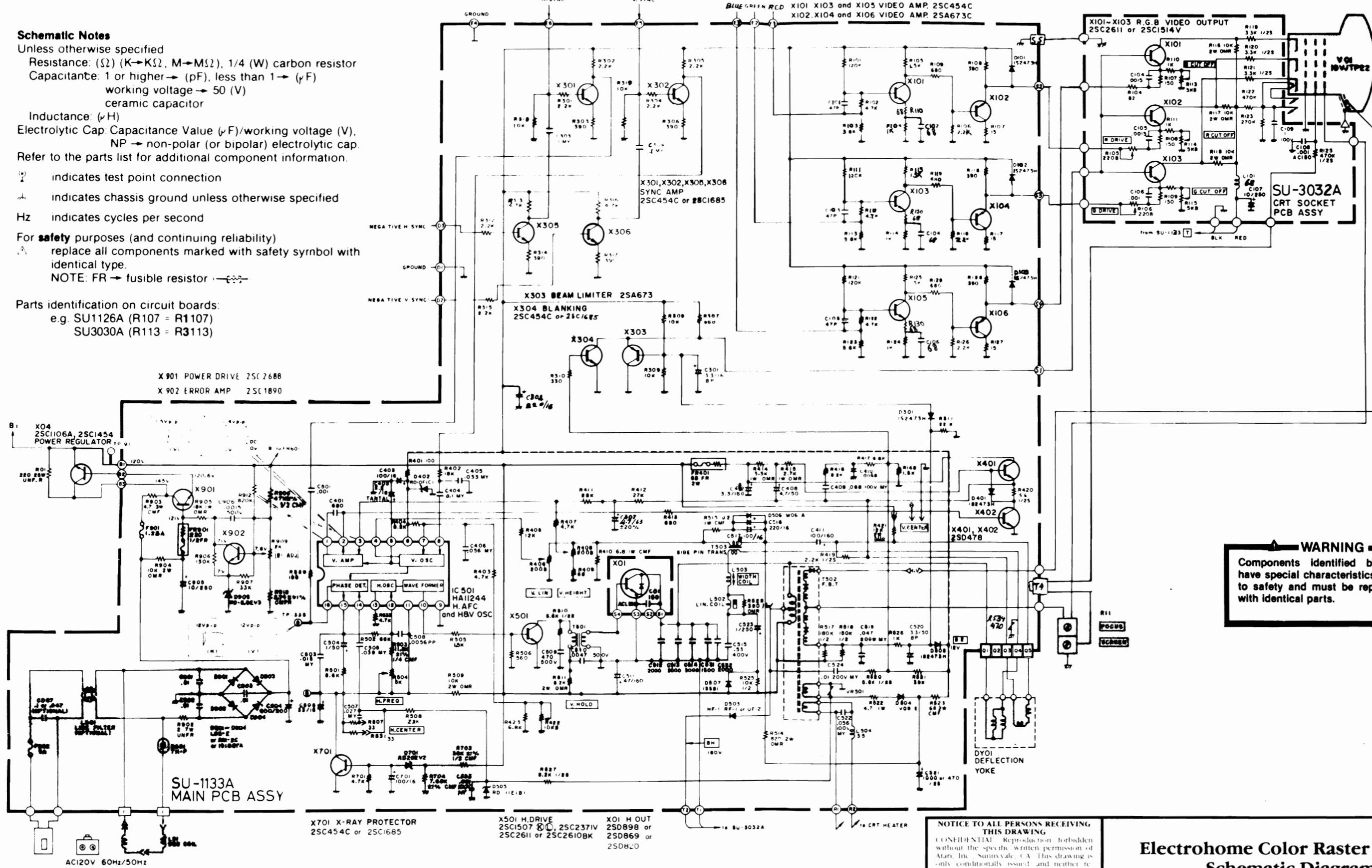
Replace all components marked with identical type.

## Parts identification on circuit boards

s identification on circuit boards  
e.g. SU1126A (R103 - R1103)

e.g. SU1126A (R107 = R1107)

X 901 POWER DRIVE 2SC2688  
X 902 ERROR AMP 2SC1890

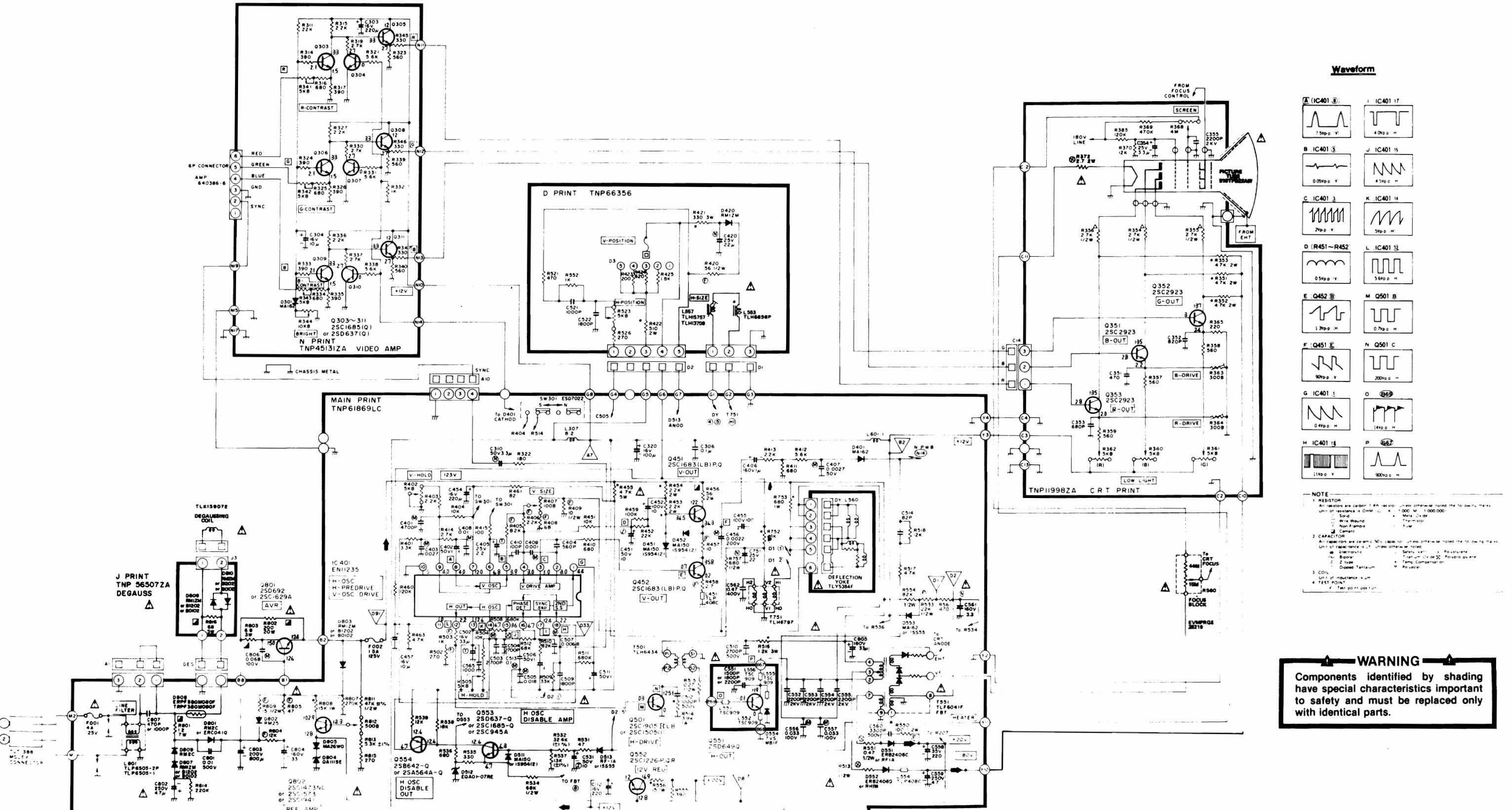


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## **Electrohome Color Raster Display Schematic Diagram**





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## Matsushita Color Raster Display Schematic Diagram



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